

## MEDIC

<b>Inspire</b>	
You revive crew members <b>50%</b> faster. Shouting at your teammates will increase their movement speed by <b>20%</b> for <b>30</b> seconds.	There is a <b>75%</b> chance that you can revive crew members at a distance by shouting at them.
<b>Uppers</b>	<b>Combat Doctor</b>
Adds <b>7</b> more first aid kits to your inventory.	You can now place <b>2</b> doctor bags instead of just one.
Adds <b>3</b> more first aid kits to your inventory. Your deployed first aid kits will be automatically used if a player would go down within a <b>15</b> meter radius of the first aid kit. Only <b>70%</b> of the effect is triggered. *	Your doctor bags have <b>2</b> more charges.
<b>Quick Fix</b>	<b>Painkillers</b>
Decreases your first aid kit and doctor bag deploy time by <b>50%</b> .	Crew members you revive take <b>30%</b> less damage for <b>5</b> seconds.
Crew members that use your first aid kits or doctor bags take <b>20%</b> less damage for <b>10</b> seconds.	The damage reduction is increased by an additional <b>20%</b> .
<b>Combat Medic</b>	
After you have revived a crew member, you receive a <b>25%</b> damage bonus for <b>10</b> seconds.	Reviving a crew member gives them <b>30%</b> more health.

## CONTROLLER

<b>Hostage Taker</b>	
Having at least one hostage or converted law enforcer makes you regenerate <b>1.5%</b> health every <b>5</b> seconds.	Having at least one hostage or converted law enforcer makes you regenerate <b>4.5%</b> health every <b>5</b> seconds.
<b>Stockholm Syndrome</b>	<b>Partner in Crime</b>
Nearby untied civilians will revive you when you call on them. Your hostages will not flee when they have been rescued by law enforcers. *	Having a converted enemy increases your movement speed by <b>10%</b> . Your converted enemy takes an additional <b>40%</b> less damage.
Civilians reviving you have an <b>X%</b> chance of giving you ammo. Whenever you get into custody, your hostages will trade themselves for your safe return. This effect can occur during assaults. *	Your doctor bags have <b>2</b> more charges.
<b>Endurance</b>	<b>Joker</b>
Increases your stamina by <b>150%</b> and your crew's stamina by <b>50%</b> . Civilians are intimidated by the noise you make and remain intimidated <b>50%</b> longer.	You can convert a non-special enemy to fight on your side. This can not be done during stealth and the enemy must have surrendered in order for you to convert it. You can only convert one enemy at a time.
You can reload your weapon while sprinting.	The converted enemy gains <b>55%</b> more health and deals <b>45%</b> more damage. The time to convert an enemy is reduced by <b>65%</b> . The power and range of your intimidation is increased by <b>50%</b> .
<b>Cable Guy</b>	
You can cable tie hostages <b>75%</b> faster.	Increases your supply of cable ties by <b>4</b> .

## SHARPSHOOTER

<b>Ammo Efficiency</b>	
Hitting <b>6</b> headshots in a row will refund <b>1</b> bullet to your used weapon. Can only be triggered by SMG, Assault rifle and Snipers fired in single shot. *	Hitting <b>3</b> headshots in a row will refund <b>1</b> bullet for your used weapon. Can only be triggered by SMG, Assault rifle and Snipers fired in single shot. *
<b>Spotter</b>	<b>Aggressive Reload</b>
Enemies you mark take <b>15%</b> more damage.	Killing an enemy by a headshot with the last bullet in the magazine will reduce your reload time by <b>30%</b> for <b>2</b> seconds. Can only be triggered by SMG, Assault rifle and Snipers fired in single shot. *
Enemies you mark take an additional <b>X%</b> damage when further than <b>Y</b> meters. *	Any killing headshot will reduce your reload time by <b>50%</b> for <b>2</b> seconds. Can only be triggered by SMG, Assault rifle and Snipers fired in single shot. *
<b>Rifleman</b>	<b>Marksman</b>
Your snap to zoom is <b>100%</b> faster with all weapons.	You gain <b>8</b> weapon accuracy with all SMG, Assault rifle and Snipers fired in single shot.
Your weapon zoom level is increased by <b>25%</b> with all weapons.	You gain a <b>20%</b> accuracy bonus while aiming down sights with all SMG, Assault rifle and Snipers fired in single shot. *
<b>Stable Shot</b>	
You gain <b>8</b> weapon stability.	You gain <b>8</b> weapon accuracy while standing still.